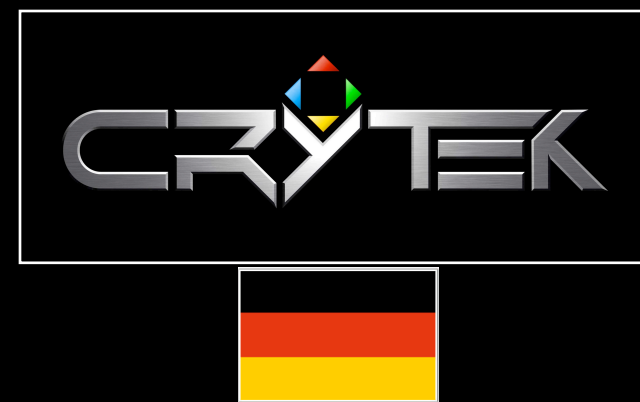


THE LAST OF US™

CASTING SHADOWS

Elisabetta Silli - Game Designer @ Naughty Dog

Intro



Few things to know about me



Topic

- **most common challenges for level designers**



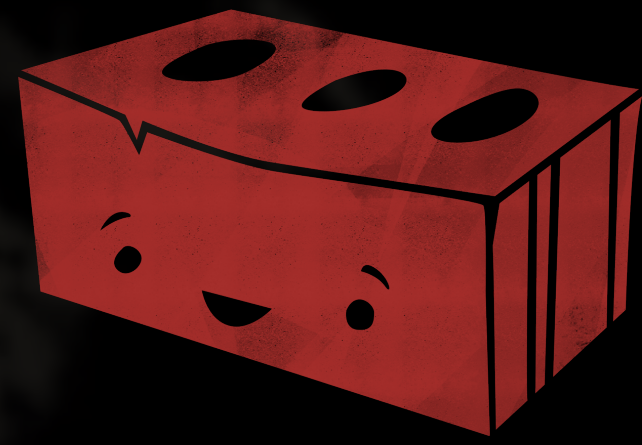
Challenges

 **New studio**

 **New tools**

 **New game**

 **SP/MP**



New studio

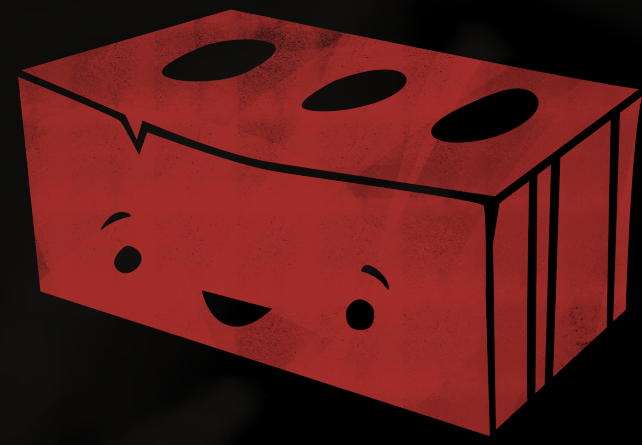


New philosophy



New responsibilities





New tools



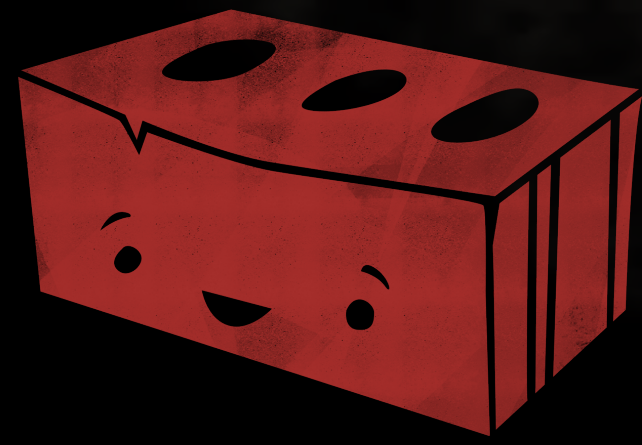
Learn



Adapt



Criticize to improve



New game



Play



Listen

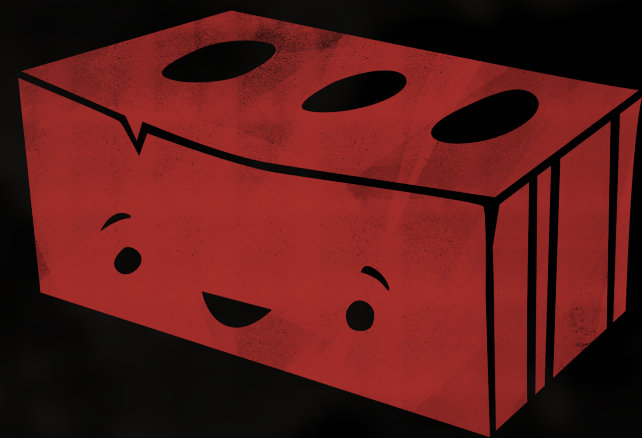


Ask a LOT of questions



Understand the game





SP/MP



SP& MP driving the
player - navigation



Versatility

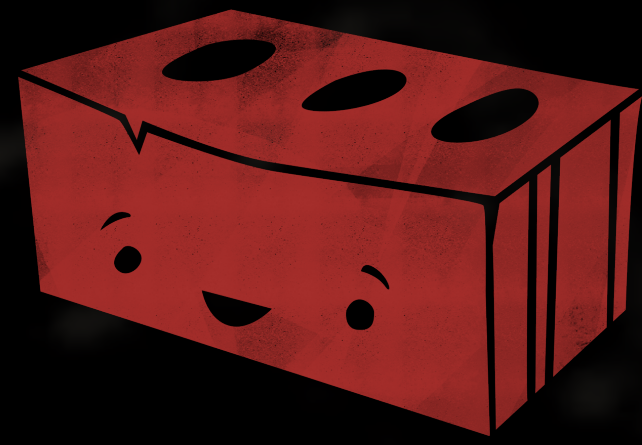


Experience



Better value





What I worked on



started on Mp



moved on to Sp



worked on combat tutorial



mp dlc





mp start



game modes implementation



cover pass on levels



layout polish



SP tutorial



Combat research



Tutorial layout



Scripting



Sp tutorial - First Encounter







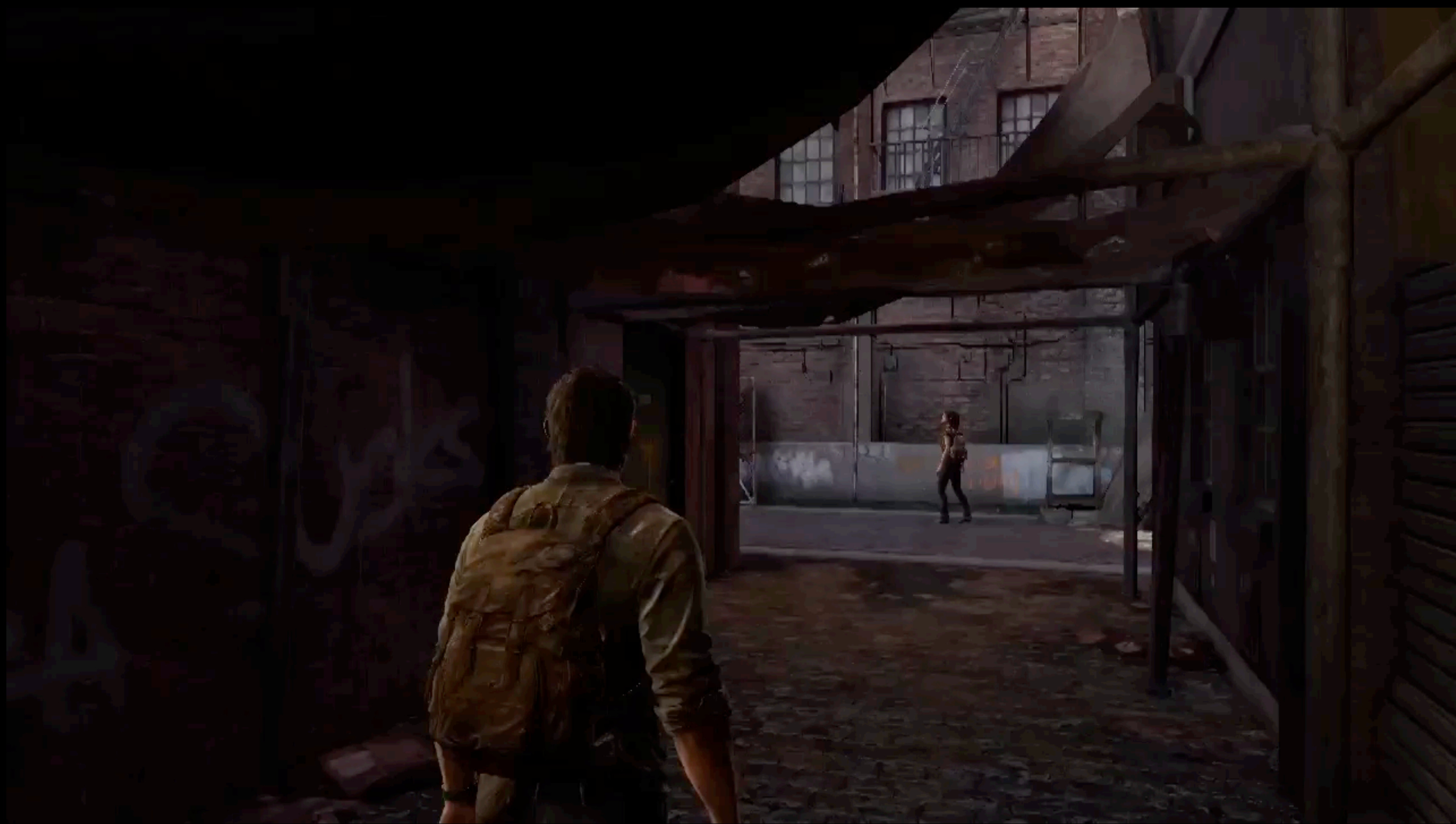




SECOND
WAVE OF
ENEMIES



SECOND
WAVE OF
ENEMIES



Sp tutorial - The Alley



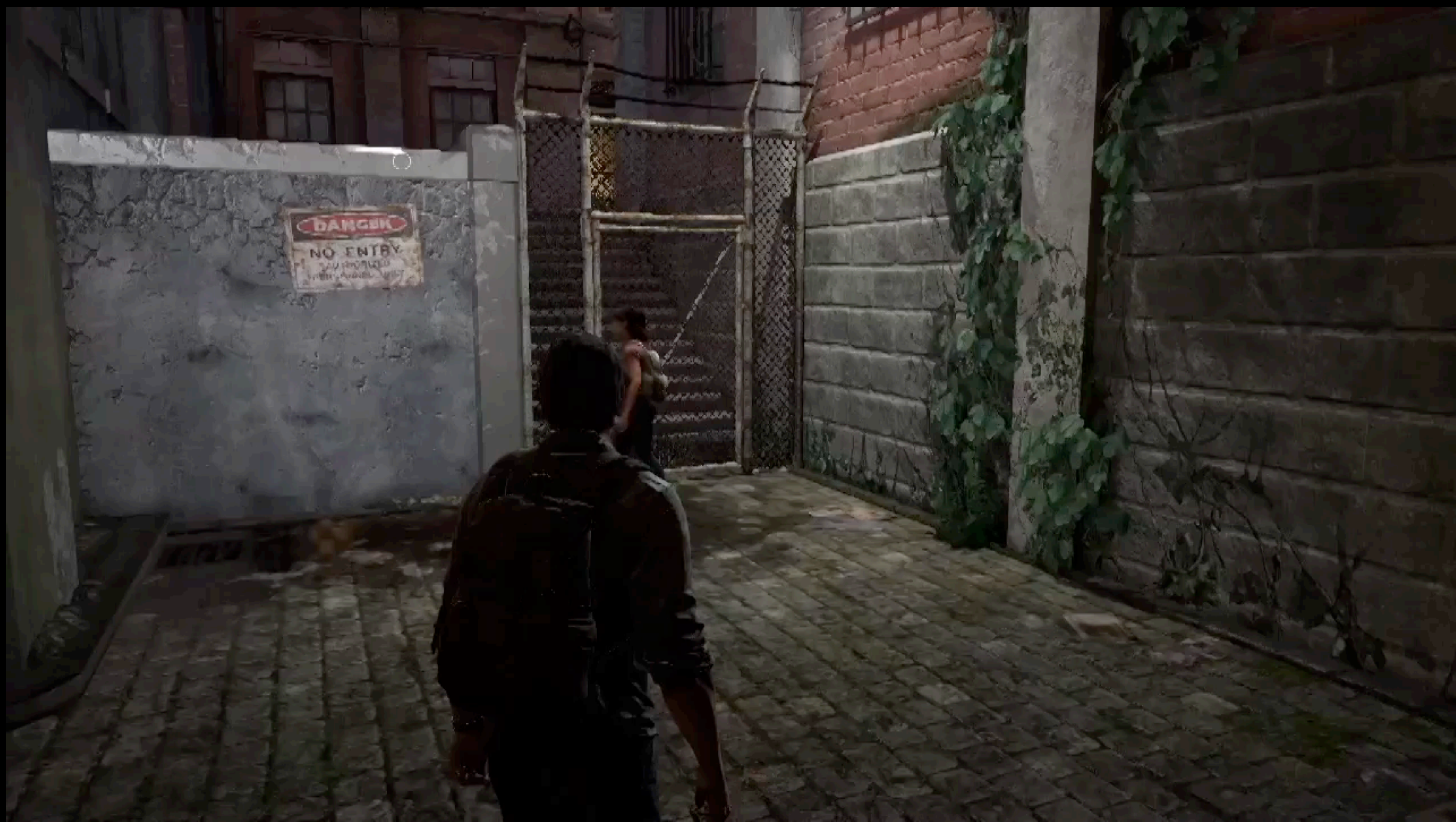












Sp tutorial - Second Encounter

























Sp tutorial - Third Encounter











■ TESS

■ JOEL





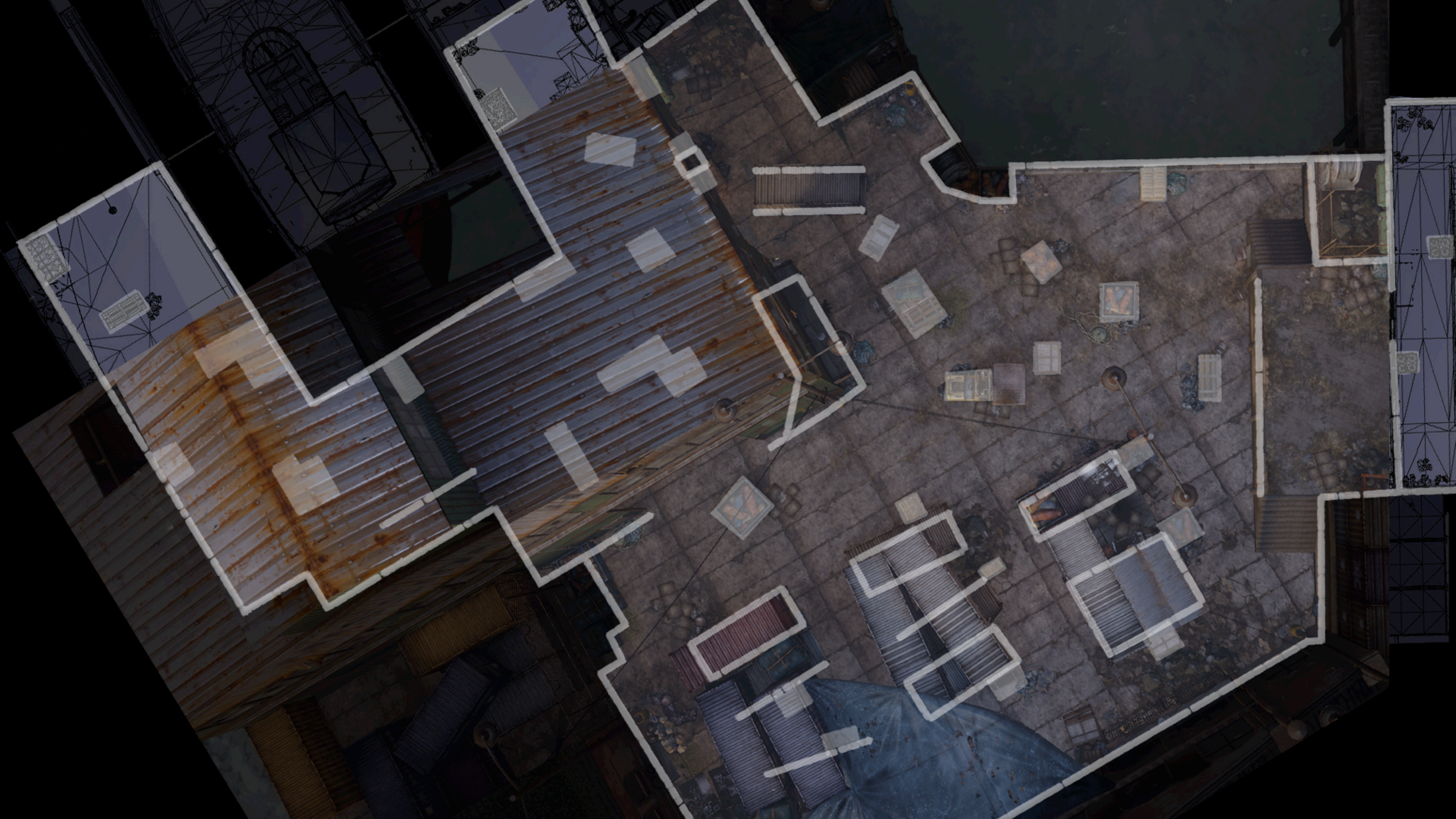
■ TESS

■ JOEL



Sp tutorial - Fourth Encounter







■ TESS

■ JOEL





MP DLC - Bus Depot



MP DLC - Bus Depot



SP



MP

MP DLC - Bus Depot



SP



MP

MP DLC - Bus Depot



SP



MP

MP DLC - Bus Depot



SP



MP

MP DLC - Bus Depot



SP

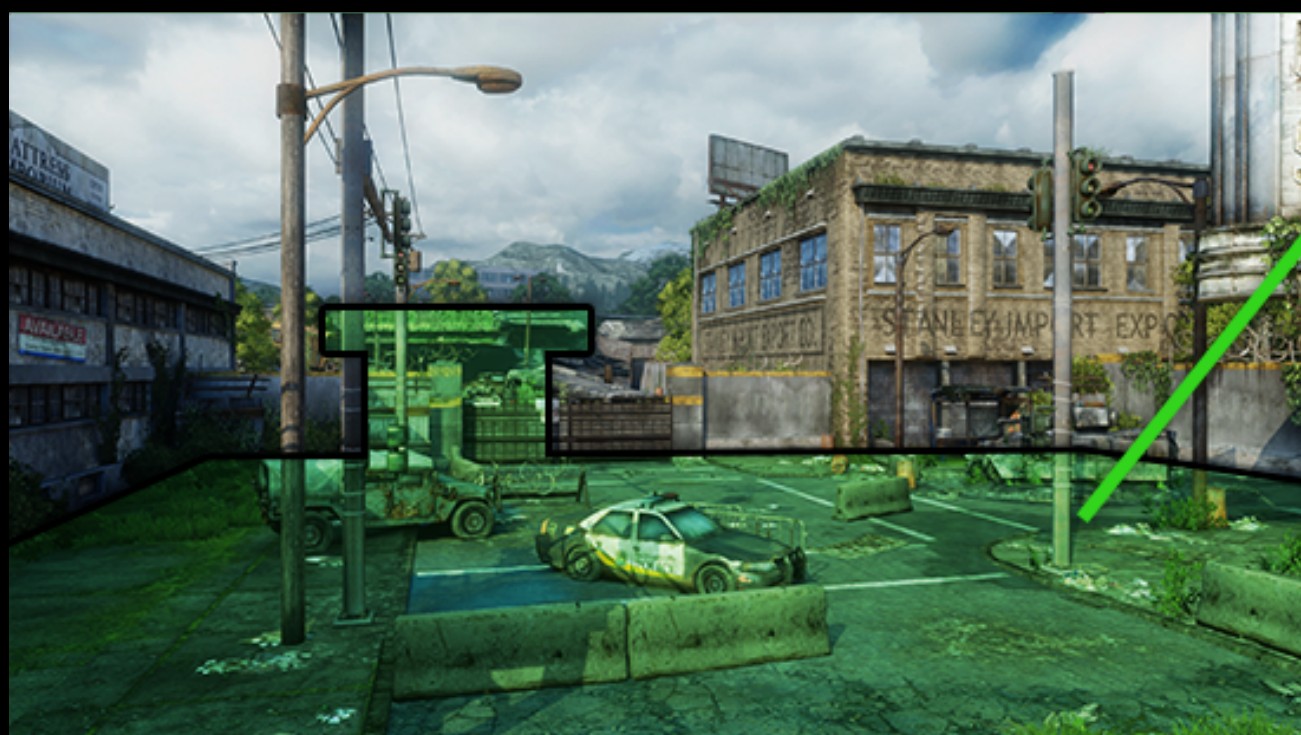
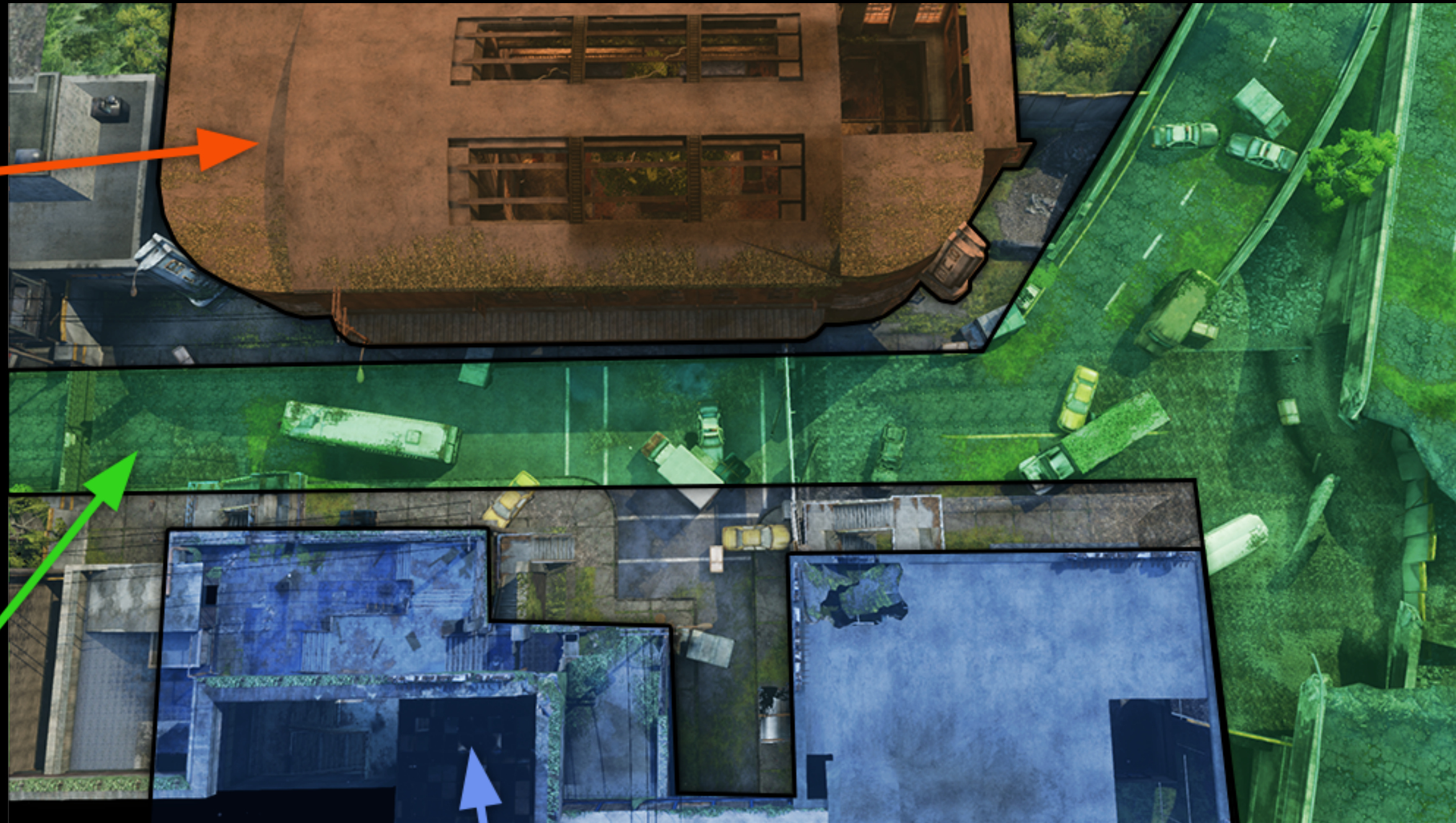


MP

MP DLC - Bus Depot



MP DLC - Bus Depot



MP DLC - Suburbs



MP DLC - Suburbs



SP



MP

MP DLC - Suburbs



SP



MP

MP DLC - Suburbs



SP



MP

MP DLC - Suburbs



SP



MP

MP DLC - Suburbs



SP



MP

MP DLC - Suburbs

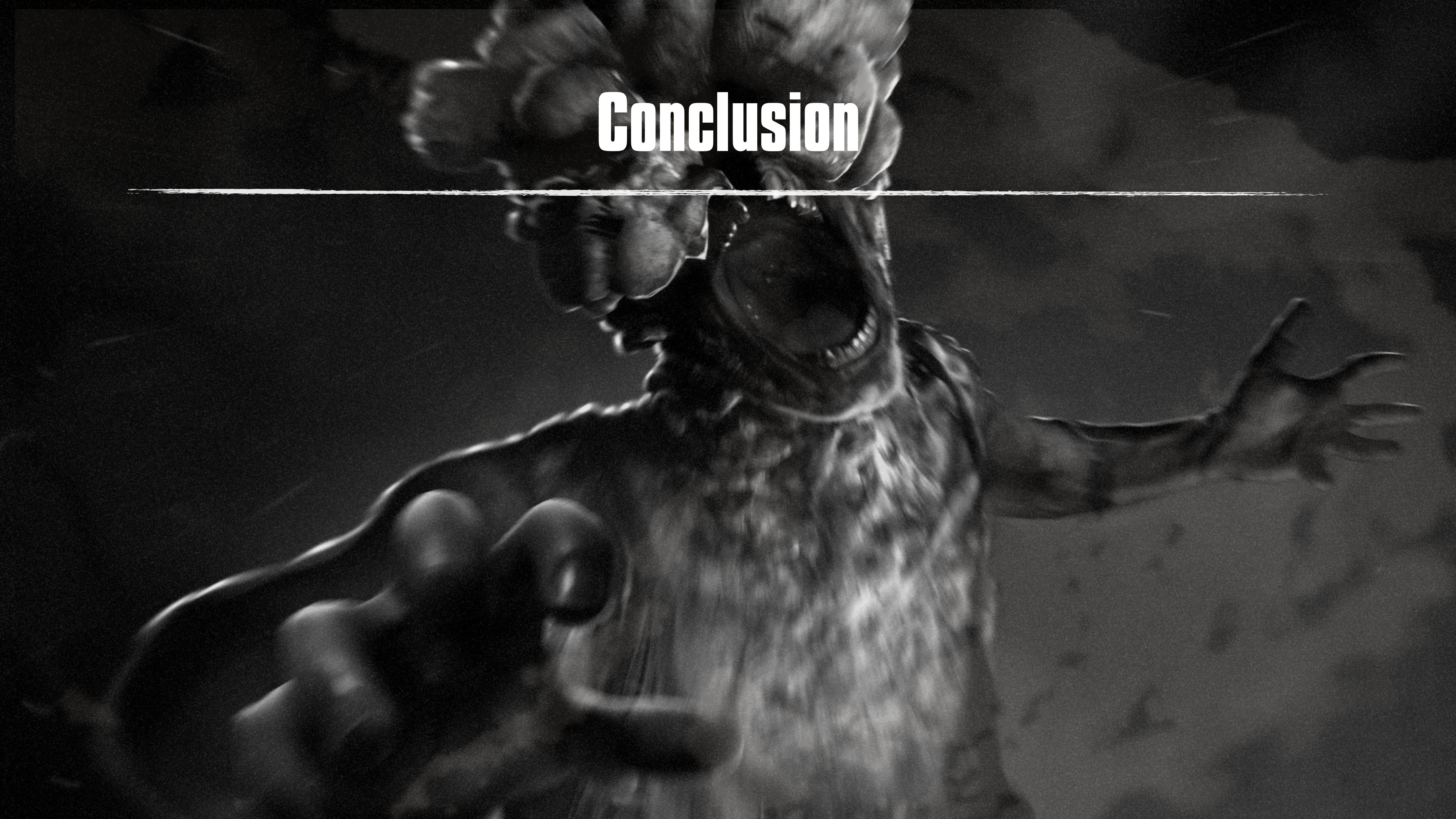


SP

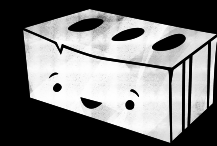


MP

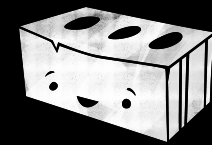
Conclusion



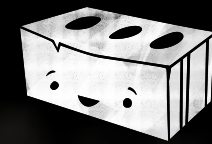
Fellow Dogs Talking



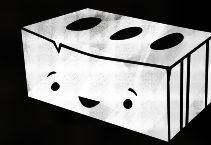
Eben Cook | Lead Visual Effects Artist (March 19)



Keith Guerrette | Lead FX Artist (March 19)



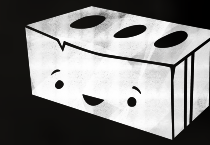
Jonathan Lanier | Programmer (March 20)



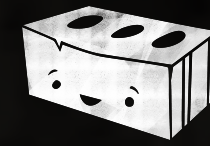
Max Dyckhoff | Engineer (March 20)



Jason Gregory | Lead Gameplay Programmer (March 20)



Robb Ruppel | Art Director (March 20)



Anthony Newman | Game Designer (March 20)



Vivian Ding | Lead Lighting Artist (March 20)

Questions
